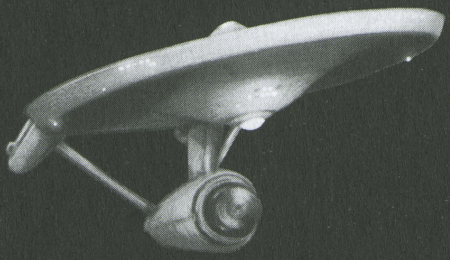
INSTRUCTION MANUAL FOR PC



STAR TREK®: JUDGMENT RITES™

ENGLISH

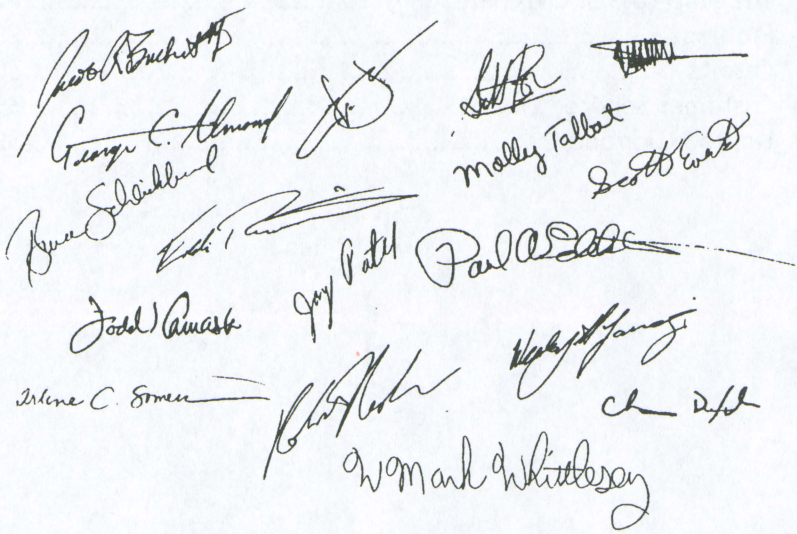
INTRODUCTION

Space, the final frontier.

It may not be fashionable to admit that you're a Trekker, that you're part of some collective of obsessed fans (in the opinion of certain snobbish members of the general public), but I am one, and I'm proud to admit it. Star Trek has had great influence on my life. When a lot of other popular science-fiction was portraying the future as a dystopic mess, Star Trek was optimistic. It promoted the better angles of our nature. It portrayed the hope that humanity could transcend its problems and work together for its common benefit. It said that the pursuit of knowledge was something essential to humanity. In a world where cynicism was the fashionable philosophy, Gene Roddenberry's vision inspired me. Like many Trekkers, I had hoped to meet him and let him know what he had done for me. Unfortunately, that is no longer possible. All of the people involved in *Star Trek®: Judgment Rites™* are honored to be entrusted with his vision, and hope that we do it justice in this medium.

This last year has been extremely hectic. Teams of artists and writers and programmers have been assembling the game you are holding right now. We've argued and debated on characterization, plot, and theme, trying to make certain we had captured the humor and humanity of the original series. And we tried to make certain these elements complement rather than conflict with each other. We've tried to keep each character true to their original portrayal, and give you entertaining stories that reflect the experience that you recognize as Classic Star Trek.

The five year mission is going to continue for a very long time.



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INSTALLATION

Prior to installation please make sure that you are not actively in Windows or trying to install from a DOS Window within Windows. If you are this will hamper the performance of the installation and *STAR TREK®: Judgment Rites™* will not operate under Windows if you try to run it.

1. To begin installation of *STAR TREK®: Judgment Rites™*, take Disk One and insert it into drive A: or B: (whichever is appropriate for your computer).

2. Next type **A:** (or **B:** if appropriate) and press <Enter>.

3. Next type **Install** and press <Enter>. Install will bring up the readme document with any last changes including memory requirements, hard disk space and any other changes that may or may not be included in the regular documentation. This will begin the installation process. Please answer the program's request for where you would like to have *STAR TREK®: Judgment Rites™* installed on your hard drive(s). The program will prompt you to insert disks as it needs them. The entire installation procedure should take approximately 10-20 minutes, depending on your computer's configuration.

4. When the installation is complete, the program will ask you to answer some questions regarding your configuration of sound cards and other input devices. If at any time after doing this you wish to change your setup, please run the "Setup" program from the directory in which you have installed *Judgment Rites™*.

5. To run *STAR TREK®: Judgment Rites™*, type **CD \Rites** <enter>, **Rites** <enter>.

Getting Started

Before taking command of the U.S.S. ENTERPRISE™, you must make some decisions that will affect game play. After the introduction, a dialog box will appear that will give you the following options to choose from: *New Game, Load Game,* or *Quit* (and exit to DOS).

After selecting *New Game*, you can choose the level of gameplay: *Federation Cadet, Cadet Graduate*, or *Commissioned Officer*. These levels determine the difficulty of the starship adversaries you may encounter while traveling in space. These levels only affect starship combat and have no effect in the actual ground or ship based adventures.

Federation Cadet

This level is for players that are not interested in starship combat. Any combat that may be required for a mission/scenario will be avoided. If you stray off course from a Starfleet Command assigned mission, any enemy ships encountered are easy.

Cadet Graduate

This level is for players that want simple starship combat. Any combat required for a mission/scenario is easy. If you stray off course from a Starfleet Command assigned mission, any enemy ships encountered are full strength.

Commissioned Officer

This level is for players that want challenging starship combat. Any combat required for a mission/scenario is full strength. If you stray off course from a Starfleet Command assigned mission, any enemy ships encountered are full strength.

After making your selection you are ready to take charge of the U.S.S. ENTERPRISE and her crew. Good Luck Captain!

ON BOARD THE U.S.S. ENTERPRISE™

Captain Kirk oversees control of the STARSHIP ENTERPRISE from its bridge. From here you can issue commands to the crew, travel to and communicate with new worlds, and engage in potentially dangerous situations. The bridge crew each have specific duties. By selecting the appropriate crew member, you can order that officer to execute a given task. What tasks each crew member can perform are listed below:

KIRK (Hot key = K)

You are Captain Kirk, captain of the U.S.S. ENTERPRISE.

Captain's Log (Hot key = R)
You can read reviews of past mission performances by selecting the Captain's Log Icon.

Transporter (Hot key = B)
Choose the Transporter Icon when you wish the landing party to leave the ship.

Options (Hot key = O)
Select the Options Icon and a new set of icons will be displayed:

Save Game allows you to Save your current game.

Load Game allows you to Load a saved game.

Music On/Off turns the game music on or off.

Sound Effects On/Off turns the game sound effects on and off.

Quit Game will let you quit the game and exit back to DOS.

SPOCK

Commander Spock occupies the science station.

Talk (Hot key = T)
Use his Talk Icon to get valuable advice and information on your current mission.

Computer (Hot key = C)
Spock has access to the ship's library computer. If you select the Computer Icon, you can type in any subject related to the game and press <Enter>. The computer will tell you any relevant information about your subject. To exit the computer, enter an empty message or press <Esc>. You may wish to take notes on the information you find. It can be extremely useful!

Target Analysis (Hot key = A)
Spock can also give you a computer analysis on alien vessels during combat. The Ship Systems Monitors will show damage information on the last ship you have fired on and hit. Remember that you can not see damage information on the U.S.S. ENTERPRISE™ while Target Analysis is on, so be sure to turn it off occasionally to check on your own status!

"SCOTTY"

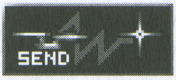
Lt. Commander Scott sits at the engineering station. From there he directs damage control and the ship's engines. If the U.S.S. ENTERPRISE™ is damaged in combat, "Scotty" will direct his damage control teams to make repairs on the ship's systems automatically.

Damage Control (Hot Key = D)
By selecting the Damage Control Icon, you can tell "Scotty" to concentrate repairs on a particular system. "Scotty" will allocate additional repair crews to that system, repairing it faster. See **Ship Systems** for more details.

Emergency Power (Hot key = E)
You can order "Scotty" to give you Emergency Power. This boosts your ship systems power for a short time, but the strain on the engines is such that you can not use Emergency Power again until "Scotty" has time after combat to do repairs.

UHURA

Lieutenant Uhura is the communications officer.

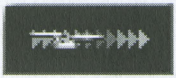


Communications (Hot key = H)
If you need to talk or send information to a ship or planet, select the Communications Icon. Uhura will open hailing frequencies and try to establish contact.

SULU

Lieutenant Sulu is the ship's helmsman.

Orbit (Hot key = O)
By selecting the Orbit Icon, Sulu will take the ship into planetary orbit. You can't "beam down" to a planet until you are in orbit around it due to the transporter's limited range.



Impulse Power (Hot keys = `1234567890)
By selecting the Velocity Icon, Sulu will adjust the speed of the U.S.S. ENTERPRISE™ according to your orders. This can be from Dead Stop to Full Impulse power. The U.S.S. ENTERPRISE can also move in reverse at 1/10th impulse power.

Shields (Hot key = S)
Sulu also controls the ship's shields. By selecting the Shields Icon, he will raise or lower the ship's main deflector shields. If the ship's shields are raised, you cannot use the transporter. The deflecetor shields are used to deflect micrometeors from the U.S.S. ENTERPRISE during flight. The main deflector shields are used to protect the ship from attacks from other hostile ships.

Main Viewscreen
Selecting Sulu's viewscreen Icon will bring up its Icon group. These icons are Magnification, Direction, and Full Screen.

Magnification (Hot key to Increase = >)
(Hot key to Decrease = <)
Sulu can control the viewscreen magnification from x1 to x5.

Direction
Sulu can select six views from the STARSHIP ENTERPRISE™: Fore, Aft, Port, Starboard, Above, and Below. Each of these views allow you to keep track of enemy positions relative to the STARSHIP ENTERPRISE.

(Hot key = F3)

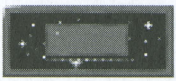
(Hot key = F4)

(Hot key = F5)

(Hot key = F6)

(Hot key = F7)

(Hot key = F8)



Full Screen (Hot key = V)
This makes the viewscreen fill the entire screen. If you have a slower computer, you may not wish to use this option.

CHEKOV

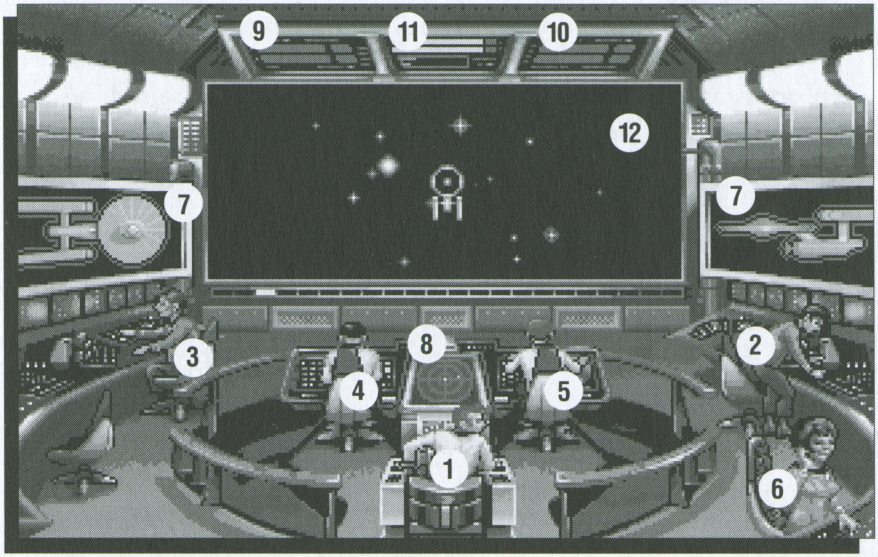
Ensign Chekov is the navigator and weapons officer.

Navigation (Hot key = N)
Selecting the Navigation Icon will bring up the star map. You will need to refer to the star map in the center of this manual for the names of the stars. Position the cursor around the star you wish to go to. Click it and the U.S.S. ENTERPRISE will arrive at warp speed.

Weapons (Hot key = W)
Chekov also controls the ship's phasers and photon torpedoes. By selecting the Weapons Icon, he will activate or deactivate the ship's phasers and photon torpedoes systems. You can't fire until these are armed!

Weapons Lock (Hot key = L)
Chekov can initiate weapons lock. After activating weapons lock, one of the ships on the viewscreen will have a yellow targeting square on it. After tracking it for approximately 3 seconds it will turn red. Once red, all weapons will fire at that target no matter where the cursor is pointed. This is only valid when a target is on the viewscreen. If the target is off the viewscreen, the weopons lock will not track it. Note that target lock does not guarantee a hit. The faster an opponent is moving and the farther away it is, the less accurate the system will be.

SHIP SYSTEMS



1) Kirk, 2) Spock, 3) Scotty, 4) Sulu, 5) Chekov, 6) Uhura, 7) Ship Systems Monitor, 8) Ship Position Monitor, 9) Phaser Ready Monitor, 10) Photon Ready Monitor, 11) Power Status Monitor, 12) Main Viewscreen

SHIELDS

The main deflector shields protect the U.S.S. ENTERPRISE™ from damage. Once activated, they will nullify a portion of the damage done to the ship. The more damage they absorb, the less effective the shields become until they fail completely.

There are six shields: fore, aft, port, starboard, above, and below. Each is damaged individually, so if your left shield is damaged, you may want to try and keep that side away until Scotty can repair it! The shield strength is displayed on the Ship Systems Monitors. When a shield is at full strength, it will glow bright yellow. As it gets damaged, it will dim until it is totally drained.

BRIDGE

The bridge itself is heavily armored and shielded, but the controls to the ship can take damage. The ship will handle sluggishly as damage increases to the bridge's controls systems.

SENSORS

The main sensor array is represented by your main viewscreen. Without this you are virtually blind! As it accumulates damage, there will be greater and greater interference patterns obscuring your view. If you ever want Mr. Scott to concentrate his damage control parties on something, this is it.

HULL

Scotty will repair this after a conflict, but it is possible to keep the other systems going while the hull rips itself to pieces from the stress of damage. Once the hull fails, the structural integrity is lost, and the game ends.

PHASERS

Phasers are somewhat similar to laser beams. After firing, they must recharge before they can be fired again. Their recharge period is much faster than the photon torpedoes' reloading time, but they require a large amount of the ship's power and don't pack quite the punch torpedoes do. If sufficiently damaged, one or both phasers can be knocked out of commission.

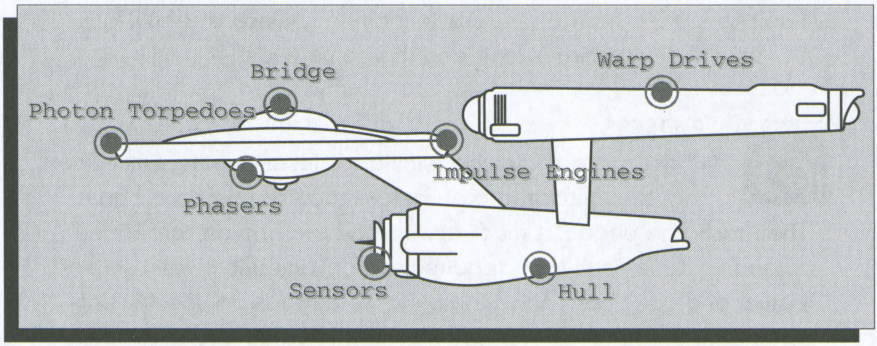
The Phaser Ready Monitor is just above the Main Viewscreen on the left, (see page 10). A bar graph shows the charging status. Once the phasers are fully charged and ready to fire, the light will turn green. A phaser that is out of commision will blink red.

PHOTON TORPEDOES

Photon torpedoes are energy charges of matter and antimatter separated in magnophoton force fields that detonate on contact. The advantages of photon torpedoes are that they take less energy to reload and are somewhat stronger than phasers. The down side is their lengthy reload time, and slower speed to target. The slower speed requires you to lead the target more than you would with phasers.

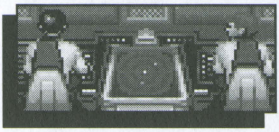
The Photon Torpedo Ready Monitor is just above the Main Viewscreen on the right, (see page 10). A bar graph shows the reload progress, and the light will turn green when they are ready to fire. A photon torpedo tube that is out of commision will blink red.

SHIP SYSTEMS MONITOR



The Ship Systems Monitors are to the left and right of the main viewscreen. They display ship system status. Ship systems will glow red when they are damaged. See the chart above for system locations. Shields are indicated by the yellow outline around the ship display. As a shield side is damaged, the indicator dims. The left monitor shows front, rear, left, and right shield strength. The right monitor shows top and bottom shield strength. If Target Analysis is activated, these monitors will display the last enemy ship hit and its

condition. If the enemy ship is destroyed, the monitors will revert back to the U.S.S. ENTERPRISE™ until another ship is hit or Target Analysis is deactivated.



SHIP POSITION MONITOR

This is above Kirk and below the Main Viewscreen. It shows the relative position of enemy ships to the U.S.S. ENTERPRISE. It functions like this: The center dot is your forward view. A ship above you will be above the center dot. A ship to the left will be left of the center dot, and so on. Ships behind you will show up on the outer ring. To keep track of multiple targets, the Ship Position Monitor assigns different colored dots for each ship. Remember the colored dot of each ship. If there are several ships of the same type, this is the only easy way to tell the difference! When a ship is selected on target analysis, the dot will increase in size relative to the other ships on the scope. See page 10.

WARP AND IMPULSE ENGINES

Power for the ship's systems and movement are provided by the ship's engines. The two warp nacelles are required to travel at faster than light speeds between stars. The impulse engines provide considerably less power than the warp engines but can provide a nice reserve. Scotty will repair the engines as a whole rather than treating the warp and impulse engines as separate units.

The Power Status Monitor is just above the Main Viewscreen in the middle. The two yellow upper bar graphs show the relative power the engines are producing. The two indicators to the right of the bar graphs will light red when Emergency Power is activated. See page 10.

POWER ALLOCATION

Power allocation is optimized by the ship's computers. Secondary to life support, shields have top priority and will always be charged as long as power is available. When weapons are armed, they have second priority on power. Phasers draw a fair amount of power to charge, but requirements are low once they are fully charged. Photon torpedoes have low power requirements.

Whatever power is left over is available for movement. As long as the engines are undamaged, the U.S.S. ENTERPRISE™ has power to go top speed and arm weapons and shields. Power lost to damage slows the ship down. Further damage can bring the ship to a halt and then prevent the phasers from having enough power to charge. The destruction of the U.S.S. ENTERPRISE will probably soon follow.

SHIP MOVEMENT

You can toggle between direction control and crew selection by pressing Tab.

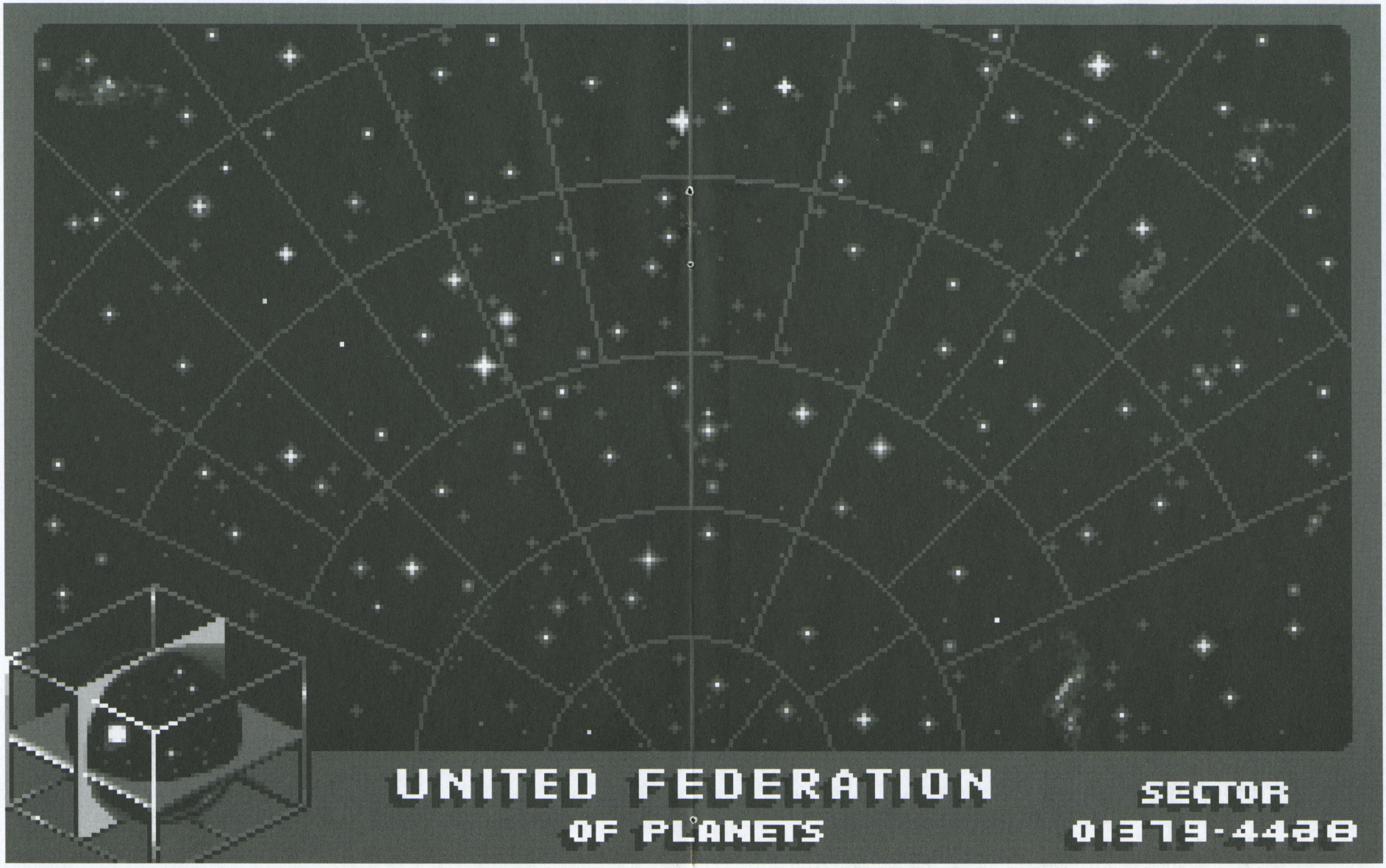
When in ship movement mode, the cursor will be restricted to the Main Viewscreen. Move the cursor in the direction you wish to go. The further away from the center of the screen, the faster your rate of turn. If you are using a keyboard, the numeric keypad will move youir cursor. 8 is straight up, 2 is down, 4 is left, 6 is right and 1,3,7,9 are the appropriate diagonals. Using the 5 key will always center your cursor.

The left mouse button (LMB) fires your phasers, the right mouse buttons (RMB) fires the photon torpedoes. These are aimed at the current location of the Crosshair Cursor, unless weapons lock is on. See page 9.

<F1> is the same as the LMB and <F2> is the same as the RMB.

SPEED

Use the number keys along the top of your keyboard (not from the numeric keypad) to select your speed. 1 is a dead stop with speed increasing as you choose higher numbers. 0 is top speed (think of it as ten). The ` key (left of the 1 key) will put the ship into a slow reverse speed. You can check your current speed by looking at the middle monitor directly above the viewscreen (below the Power Available bar graphs). The upper green bar represents the speed you ordered, and the lower red bar represents your actual speed (which may be reduced because the ship's power is down).

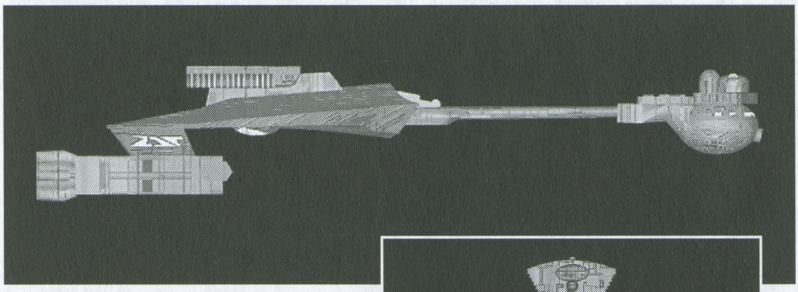


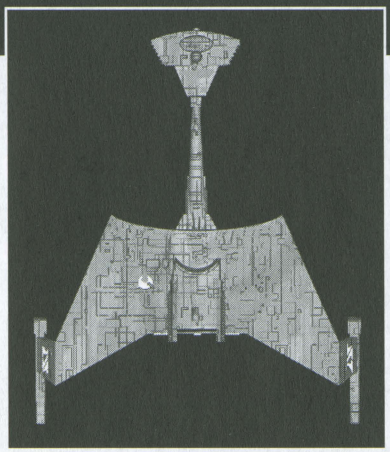
1 Praetus
2 Delphi
3 Omega Corvus
4 Symphony Alpha
5 Epsilon Sierra
6 Zhraad
7 Borea IV
8 Atabis
9 Klahmac
10 Stonrak
11 Onyius II
12 Espoir Station
13 Saracles
14 Beta Chimera
15 Antares Rift
16 Nova Atar
17 Diogenes
18 Lachian
19 Balkos III
20 Alpha Nexus I

THE OPPOSITION

Aside from combat exercises with other Federation heavy cruisers, there are several alien cultures that may oppose you:

KLINGON™ BATTLE CRUISER





The Klingon Empire is an aggressive culture that extols warrior values. The Klingons follow the ways of the legendary warrior Kahless, who centuries ago taught the Klingons honor and fighting prowess, but many Klingon warriors have proven to be more guileful than honorable.

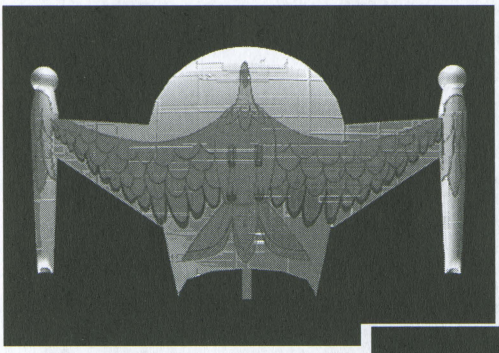
The Klingon-Federation Neutral Zone was established by the Organian Peace Treaty. Disputed planets within that Neutral Zone (and there are many) are open to competition between the two cultures, who must prove themselves to be the most capable of developing that planet's resources. This has led to an intense rivalry between the Federation and the Klingons over influence in the Neutral Zone. The Federation has accused the Klingons of numerous treaty violations and attacks on Federation ships. The Klingon Empire has accused the

Federation of systematically strangling trade and attempting to interfere in their natural development.

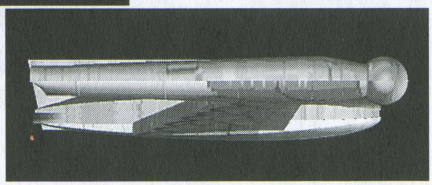
Outright war is prevented by the Organian Peace Treaty, but Klingon encroachment into neutral zone has been recorded. Federation Captains must be very careful when encountering Klingons. Klingon Captains will not hesitate to fire when it is in their best interests, or when they believe they can gain personal glory.

Armed with disruptors and torpedoes, Klingon vessels are similar in speed and maneuverability to the STARSHIP ENTERPRISE™. The Klingon heavy cruiser's single photon torpedo mount gives them slightly less firepower than a Federation Constitution Class starship, but facing two of these cruisers would be extremely dangerous.

ROMULAN™ WARBIRD



Little is known of the origin of the Romulan race, except that they are an aggressive, offshoot of the Federation's Vulcan culture that is located near the Federation-Klingon Neutral Zone. The Romulans fought an inconclusive but exceedingly fierce war against the Federation a century ago. A Neutral Zone agreed by treaty separates the two societies. Neither race is permitted to enter this Neutral Zone, but violations on both sides have occurred.

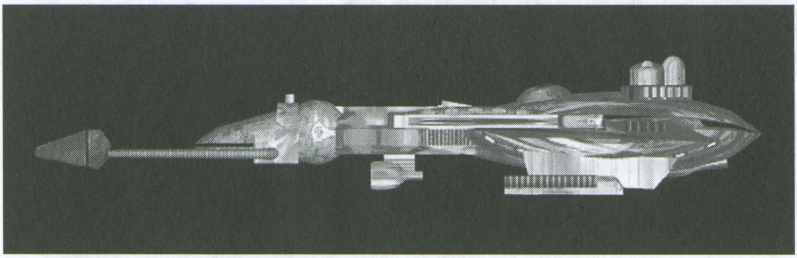


As mentioned earlier, Romulans are of the same genetic stock as Vulcans, but do not believe in the Vulcan values of peace and logic. Their ships usually fight to the death; they rarely take prisoners, and if defeated, they will self-destruct instead of surrender.

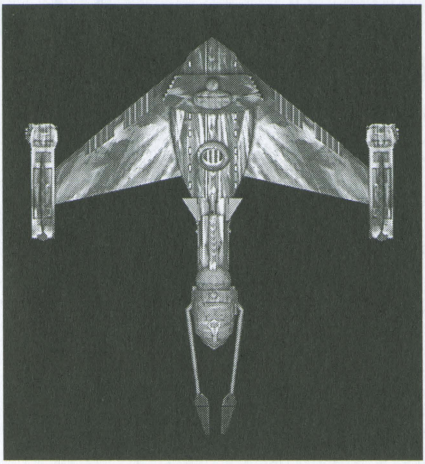
Romulan ships are slow and maneuver poorly, but have two advantages. First, they have an extremely powerful plasma torpedo that is the most destructive weapon known to be carried by any starship currently in service. Second, they have a cloaking device that renders their ships very difficult to detect in combat visually or with the standard complement of ship sensors. This cloaking device requires a lot of energy — Romulans cannot fire their weapons when the cloaking device is activated.

Warning: Following a recent alliance of convenience, the Romulans have acquired some Klingon Battle Cruisers which have been retro-fitted with cloaking devices. Federation intelligence believes that the Klingons may be encouraging the Romulans to fight a proxy war against the Federation; given this delicate situation, the importance of not violating Romulan space cannot be overstated.

ELASI PIRATES



Given the vastness of interstellar space, Federation starships are incapable of patrolling all sectors as heavily as required. Too often, pirates emerge in these lightly patrolled sectors. The



Elasi are but the latest of a long line of pirates to plague Federation space.

The Elasi are renegade clans from the planet Menalvagor that prey on shipping, for the most part. Their bolder leaders work to undermine the Federation, and have made alliances with Federation enemies such as certain segments of the Romulan Empire. The Elasi Frigate is believed to be an altered version of early Klingon battle cruisers, though the Klingons deny the connection. The Elasi were most recently allied with the renegade Dr. Ies Breddell of the Vardaine Technarchy. Dr. Breddell's attempt to duplicate Federation Constitution-class technology was thwarted by the intervention of the U.S.S. ENTERPRISE™.

Elasi Storm-class frigates are small, but very manueverable and are armed with a variety of defensive systems. One-on-one, they are a match for older Federation light cruisers, and even two Elasi frigates can threaten a Constituition-class ship. The resource base of the Elasi renegades is unknown, but Federation intelligence and Starfleet is actively working to defeat this newest menace to Federation security.

THE LANDING PARTY

When transporting to a planet or other starship, Captain Kirk leads the landing party. He can be accompanied by various personnel including Mr. Spock, Dr. McCoy, Lt. Uhura, Ensign Chekov, Lt. Sulu, and Commander Scott ("Scotty"). Be warned: situations can be dangerous. If Kirk or any other landing party member is killed by your actions, the game is over. Usually there is some kind of warning placed within the game (you don't have to learn by dying, but you can die.)

Moving About

Point to the area of the ground you want Captain Kirk to approach and click the left mouse button. He will walk to that spot automatically. If you want Captain Kirk to exit a door, then click on it. Kirk will walk to the door and the landing party will exit the room.

If you are using the keyboard, move the cursor using the numeric keypad. To select the point, press the <F1> key.

You only control Captain Kirk's movement directly. The other members of the landing party will move when circumstances require it.

Command Icons

By clicking the right mouse button or pressing the space bar, you can call up the Command Interface. This is where you can select the various game commands during landing party missions. The following commands are available: Talk, Look, Get, Use, and Options.

WALK (Hot key = W)

The cursor will change to an appropriate icon when one of these commands is activated. The icon will display a red border when placed over something potentially useful. To close the Command Interface without selecting an icon, click outside the box. When

no icon is selected, the cursor will default to the Walk Icon.

The various commands are:

TALK (Hot key = T)

Place the cursor over the Command Interface's mouth and click it. The normal cursor will be replaced with a Talk cursor. Place the Talk cursor over the character you wish to talk to and click again.

You may be given several options on what you can say—be sure to read them all before making your selection. You can scroll through the selections using the scrolling icons.

Remember, you are representing the Federation, and Starfleet Command will review your performance. What you say can and will affect the response you will receive from the entity you are talking to. Remember to talk to your landing party companions as they may have valuable advice to give.

LOOK (Hot key = L)

Place the cursor over the Command Interface's eyes and click it. The cursor will change to the Look cursor. Place this over the person or thing you wish to look at and select it.

Additionally, there will be an Inventory Icon in the upper left of the screen. By selecting the Inventory Icon you can look at anything you may be carrying.

USE (Hot key = U)

Place the cursor over the Command Interface's hand holding the ball and click it. The cursor will become a ball. From here it is a two-step operation: select the item or crew member you wish to use followed by the item or character you wish to affect. Use Spock on the Alien Contraption and he will try to operate it. Use medical kit on Security Officer and McCoy will try to heal him. If a character is asking for an item, use the item on the character and it will be given. Use Kirk on the

Communicator and he will try to contact the ship. Remember, this is always a two-step operation: use one thing on the second thing. (You can't Use Spock on the Tricorder™ on the Rock, but you can Use either Tricorder on the Rock.)

Note that the item or person that is selected "In Use" will be displayed next to the Inventory Icon. You can also use one inventory item on another. To do this, click the Use Icon, then select an inventory item. While this item is displayed, click on the inventory Icon and select another item.

GET (Hot key = G)

Place the cursor over the Command Interface's hand that is extended downward and select it. Place the Get cursor over the thing you wish to get and select it. If the item can be taken, it will be added to your inventory.

OPTIONS (Hot key = O)

Place the cursor over the Starfleet Symbol and select it. This will bring up a series of icons similar to the ones available on the bridge: Save Game, Load Game, Music On/Off, Sound Effects On/Off, Detail On/Off and Quit Game.

INVENTORY (Hot key = I)

This Icon appears when it is a viable option to be used in conjunction with a LOOK or USE command.

LANDING PARTY EQUIPMENT

The landing party comes equipped with several items. The following gives a brief description of each. Other items you must figure out as you go along.

PHASER
Stun
Full Power

Two icons are shown, green for stun, red for full power. The hand phaser is similar to the ship's phasers in operation. It imparts a small amount of energy to an object in stun mode, a destructive amount on full power.

TRICORDERS:
Science
Medical

These are sensing and scanning devices. Think of them as very powerful Look devices. Spock's Tricorder is calibrated for scientific readouts, and McCoy's for medical readings. If someone is injured, McCoy is the obvious choice. If you want to find out something about the alien contraption, Spock is your man. You do not need to Use Spock or McCoy on the Tricorders. Just use the appropriate Tricorder on an object (or person) and Spock or McCoy will scan it.

MEDICAL KIT

McCoy's Tricorder is only a diagnostic aid. You need to use the medical kit to actually cure anyone.

COMMUNICATOR

You can talk with Uhura or Scotty aboard the U.S.S. ENTERPRISE™ with this and get advice or issue commands. Through the Communicator you can also contact the ship's computer and make inquiries of it as needed. You can use anyone on this, but it's Kirk that will do the talking.

THE ADVENTURE

The Scenarios

Each scenario will begin with a mission assignment from Starfleet Command. You may face interference from other starships. After completion of the mission, Starfleet will evaluate your performance.

There are multiple scenario outcomes, some not as optimal as others so be sure to save the game at the start of each scenario if you want to experiment.

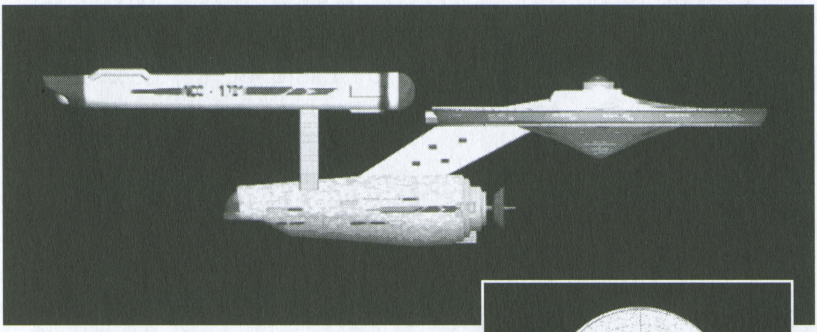
Starfleet Review

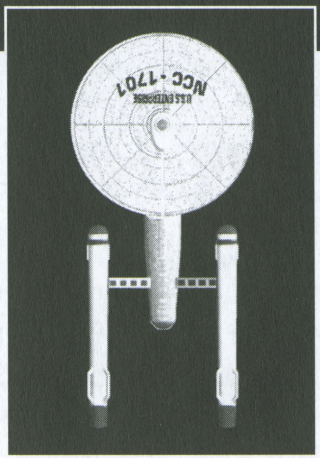
The better you do in a given mission, the higher the rating Starfleet will give you. Solving puzzles, aiding others, and behaving like a representative of Starfleet in general is the key to a high rating. Violence never helps your rating, and may actually hurt it. After the final mission in the game, Starfleet will give you an overall rating for all the missions combined. In game terms, this is your "score."

Commendation points are awarded based on your rating from Starfleet. These reflect the increased experience and morale of your bridge officers and will result in increased efficiency of their duties on board the U.S.S. ENTERPRISE™ (Mr. Sulu manuveurs the ship quicker, Mr. Scott coaxes more emergency power from the engines, etc).

THE SHIP

U.S.S. ENTERPRISE™





The ship is almost 1000 feet long and carries a crew of over four hundred. The main saucer section is the crew quarters and scientific research areas. The lower section is the engineering area and houses the main sensor array. The two cylindrical pods are the warp drive engines and must be isolated from the rest of the ship because of the powerful energy fields that emanate from them.

PROFILES

CAPTAIN JAMES T. KIRK

Kirk is the current Captain of the U.S.S. ENTERPRISE™, in its fourth year of a five year mission in space. He is the youngest Academy graduate to be assigned as a Starship Captain. An idealist, he drives himself hard and is decisive, but listens thoughtfully to his crew.

COMMANDER SPOCK

The ship's Science Officer. He is considered the finest First Officer in Starfleet. Spock is half human and half Vulcan. He adheres to the Vulcan discipline of logic that seeks to control emotion. He is intensely loyal to the captain, implacable in the face of danger, and has a razor-sharp mind.

LT. COMMANDER LEONARD "BONES" McCOY

Dr. McCoy is the Senior Ship's Surgeon of the U.S.S. ENTERPRISE and head of the Medical Department. Outspoken, cynical, he delights in battles of wit with Spock. He represents the reverse side of Spock's unemotionalism. For all their verbal sparring, he actually seems to like the Vulcan First Officer.

LT. COMMANDER MONTGOMERY "SCOTTY" SCOTT

The ever-resourceful Engineering Officer. The third-in-command, he assumes charge of the vessel when Kirk and Spock are not on board. He delights in his engineering and views the STARSHIP ENTERPRISE as his own. Scotty worked his way up through the ranks through sheer love of engineering.

LIEUTENANT HIKARU SULU

The ship's helmsman, he is the model of an efficient officer and never needs to have the same order given twice. Sulu is known to be an excellent swordsman and has been known to fancy himself as a modern day D'Artagnon.

LIEUTENANT UHURA

She is the ship's communication officer. In Swahili her name means "Freedom". Uhura is a native of the United States of Africa. She delights in singing during her off hours, and is an expert in communications when on duty.

ENSIGN PAVEL CHEKOV

The ship's navigation officer. Reliable, but brash and inexperienced. The U.S.S. ENTERPRISE™ is his first space assignment. Raw material waiting to be honed by Kirk. Chekov was born in Russia.

CREDITS

Executive Producer
Brian Fargo

Producer
Jacob R. Buchert III
Bruce Schlickbernd

Associate Producer
Scott Everts

Art Director
Todd Camasta

Main Programmers
Paul Allen Edelstein
Jayesh J. Patel

Set Design
Lil' Gangster Entertainment

Set Design for Light and Darkness
Frank Mandiola and **Phil Hanks**

Set Cleanup and Miscellaneous Props
Molly Talbot

Director 3D Imaging
Robert M. Nesler

3D Modeling and Cinematographic Sequences
Michael Packard and **Thomas Glinskas**

MUSIC

Conversion of STAR TREK Title Theme
and additional pieces from
Star Trek 25th Anniversary by
The Fat Man and **Dave Govett**

Additional Music Conversions by
Rick Jackson

SOUND

Digital Sound Effects
Charles Deenen and **Clive Mizumoto**

Sound Effects Assistance
Brian Luzietti

MT-32 Sound Effects
Rick Jackson and **The Fatman**

EPISODES

Federation

Written By **Scott Bennie**
Directed by **Greg Christensen**
and **Mark Whittlesey**
Costumes and Special Effects by
George Almond and **Scott Bieser**

Sentinel

Written by **Mark O'Green**
Directed by **Chris De Salvo**
Costumes and Special Effects by
Bryon Carson and **Arlene Somers**

No Man's Land

Written By **Scott Bennie**
Directed by **Chris Jones**
Costumes and Special Effects by
Bruce Schlickbernd, Scott Mathews,
Scott Bieser, George Almond,
and **Todd Camasta**

Light and Darkness

Written By **Michael A. Stackpole**
Directed By **Chris DeSalvo**
Costumes and Special Effects by **Todd Camasta**

Voids

Written by **Scott Bennie**
Directed by **Greg Christensen** and **Mark Whittlesey**
Costumes and Special Effects by
Eddie Rainwater and **Cheryl Austin**

Museum Piece

Written by **Mark O'Green**
Directed by **Wes Yanagi**
Costumes and Special Effects by
Bruce Schlickbernd, Scott Matthews,
and **George Almond**

Though This be Madness

Written by **Elizabeth Danforth**
Directed by **Wes Yanagi**
Costumes and Special Effects by
Eddie Rainwater, Cheryl Austin,
Bryon Carson and **Arlene Somers**

Yet There is Method in it

Written by **Elizabeth Danforth**
Directed by **Mark Whittlesey**
Costumes and Special Effects by
Scott Bieser and **George Almond**

Directors of Quality Assurance
Kerry Garrison, Kirk Tome

Assitant Direector of Quality Assurance
Rodney Relosa

Lead Tester
Floyd Grubb

Testing Crew
Dean Schulte, John Sramek,
Michael Packard, William Church,
Raphael Goodman, Chris Tremmel,
and **Vun Renich**

Manual Text
Bruce Schlickbernd, Scott Everts,
Scott Bennie, and **Jacob R. Buchert III**

Manual Design
Larry Fukuoka

FEATURING
Sonarc™
SOUND COMPRESSION

Customer Support

Hints are available at 1-900-370-PLAY. No hints will be given on our Customer Service lines. You must have a touch tone phone to use this service.

The charge is $1.25 for the first minute and $.75 for each additional minute. Long distance charges are included in this cost. Callers under the age of 18 must get parental permission to call. Hints are also available by writing to Interplay.

If you have any questions about this, or any other Interplay product, you can reach our Customer Support/Technical Service Group at:

Interplay 17922 Fitch Avenue Irvine, CA 92714 Attn: Customer Support. Or call (714) 553-6678, Monday through Friday.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-14.4k Baud, V.32bis, V.42bis, 8-N-1. This is a free service.

America Online: You can E-mail Interplay Customer Support at INTERPLAY. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a $15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

GEnie: We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: We are located in the Software Connexion. Use Jump to "Software Connexion". Select "The Publisher's Exchange". You can also send mail directly to us. Our ID is "PLAY99B".

National Videotex Network: You can reach us by typing "GO GAMESFORUM" or you can send mail to our account "INTERPLAY". Demos and patches are available in the GAMESFORUM library. **NVN** features many online games, and other items of interest for gamers. For more information about **NVN**, call 800-336-9096.

Internet: You can reach Interplay with "interplay@aol.com" or "76702.1342@compuserve.com". Many Interplay demos and patches are available at Internet FTP sites.

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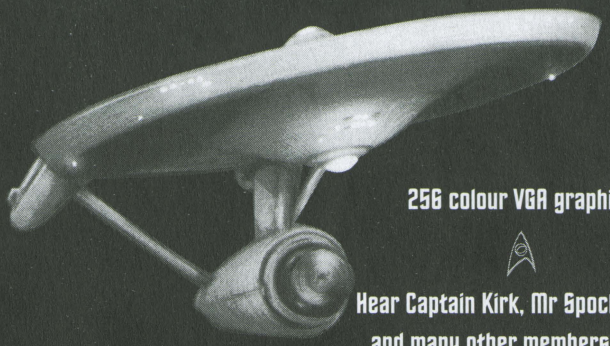

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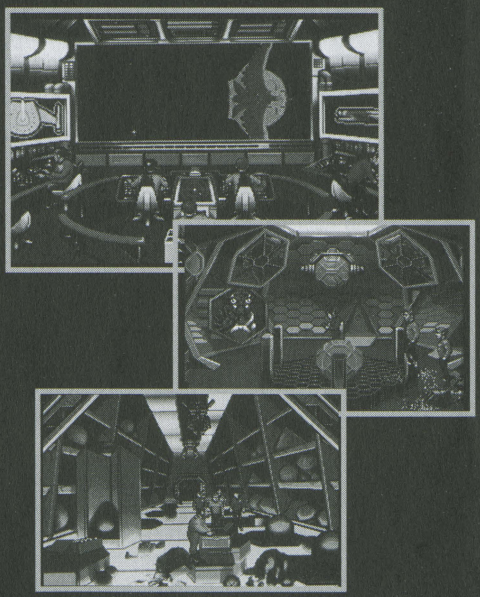

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